Let's Do the Time Warp Again

LADIES AND GENTLEMEN, WE PRESENT THE BEST *PC GAMER* CD-ROM OF ALL TIME

The CD included with this issue is the culmination of seven solid months of E-mail, phone calls, contract drafting, and good old-fashioned diplomacy. The result, we hope you'll agree, is nothing short of astonishing. None of this would have been possible without the cooperation of every publisher and developer involved, all of whom deserve a gigantic thank you. A round of applause, please.

If you've already ripped open the polybag, inserted *The CD*, and tried playing every game, you've probably encountered at least one snag. Getting classic games to work on a modern PC is a game in itself. Most of the games are pre-configured to work properly, but there are a couple problems we still haven't solved, so bear with us. Follow the instructions in the following pages carefully. If this and all else fails to get a game running, visit our Classic Games Support Shelter at *www.pcgamer.com*. Another reader may have already solved your problem, and we'll do everything we can to help.

We have two people to thank for this month's disc pages. The first is your friendly neighborhood disc editor, Jeremy Williams, to whom you are encouraged to mail all forms of gratitude, monetary and literary alike. The second is a guest speaker by the name of Jim Leonard, the brains behind *www.oldskool.org* and *www.mobygames .com*, two outstanding sites directly related to classic games. So hold on as we guide you to a fertile, forgotten oasis in the desert of old software.

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GOODIES

Check out the Goodies folder on *The CD*. You'll find some shareware goodness from years past, and hints and walkthroughs for some of the games in this feature. If you look carefully, you'll even spot a few more full-version classics, compliments of Dynamix and Infocom.

CLASSIC GAME SUPPORT SERVICES

By the time this issues hits shelves, we will have erected the Classic Games Support Shelter at *www.pcgamer.com*. Both Jim and Jeremy will be on call, so stop by and have a drink. It's the place to visit in order to share problems and solutions with other readers. It will also give us a venue where we can address each problem in detail. If a work-around or fix exists, it will be posted there.

The Joys of Retro-Gaming

HOW TO TURN YOUR TURBO-CHARGED PC INTO A 286 CLUNKER

Old games aren't flexible enough to deal with newer environments, so a little tweaking of Windows 95/98 is sometimes necessary to match the environment they're expecting. The three most common adjustments that need to be made are enabling legacy sound card support, freeing up RAM, and using "pure" MS-DOS mode. Those last two birds can be killed with one stone, as we'll discuss below.

SOUND SUPPORT

Modern PCI sound cards vary wildly in the strength of their legacy SoundBlaster support; they either work perfectly or require extensive help from resident drivers to hear anything at all. If you have the latter and hear silence, stuttering sound, or your machine locks up on you, you're at the mercy of your sound card and must modify your configuration.

The first thing to do is to check driver settings in the System -> Devices -> Sound and Music Devices section of the Control Panel. Most PCI cards have either a SoundBlaster compatible driver or a compatibility section in other driver settings. Make sure whatever you have is not only enabled, but also set to the standard settings of Port 220, IRQ 5, and DMA 1 (Figure 1). Also, check that a line exists in your AUTOEXEC.BAT that reads "SET BLASTER=A220 I5 D1", because many older games look for this variable to drive the card correctly. If you don't have a compatibility section in your driver setup, feel free to contact your card's tech support because legacy game support might have been improved since you purchased your card.

If changing settings doesn't help, then try configuring the game to use Adlib (FM Synthesis) only, which most sound cards emulate. You won't hear digitized sound effects, but it's better than silence.

MEMORY LIMITS AND MS-DOS MODE

Remember the wonderful time you used to have tweaking memory usage, spending hours in front of CONFIG.SYS and AUTOEXEC.BAT files? No, we didn't think so. Fortunately for this day and age, Windows 95/98 handles the 640K memory limitations of DOS quite well. If your CONFIG.SYS file is empty, Windows defaults to loading the DOS kernel into upper RAM and emulating the XMS and EMS memory standards. This provides about 590K free DOS memory, and should cover most games run from within Windows.

A select few games might refuse to run properly while Windows is active. (This includes *Terminal Velocity* and *Links: The Challenge of Golf*.) Thankfully, Windows handles this gracefully with its MS-DOS mode support (Figure 2). To configure problematic games, right-click on the program's .EXE file, choose Properties, then the Program tab, and then Advanced. Check MS-DOS mode, then select Specify a new MS-DOS configuration. Click Configuration and make sure that Expanded Memory (EMS) is checked (and Mouse, if available) and then click OK three times to activate all the changes (Figure 3). The next time you run the program, Windows will reboot with your custom configuration, then reboot back to your old configuration when it's done. This gives the game unfettered access to your PC's hardware — just like DOS used to.

If you encounter different problems than the common issues listed above, or want to read more on the subject, consult Oldskool's PC Guides section at *http://www.oldskool.org/pc/help/*.

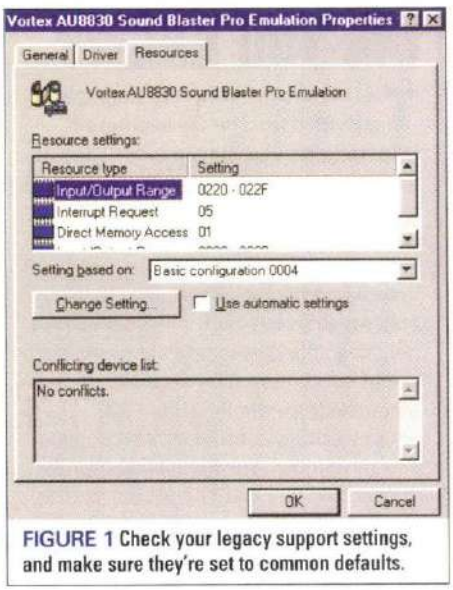


FIGURE 1 Check your legacy support settings, and make sure they're set to common defaults.

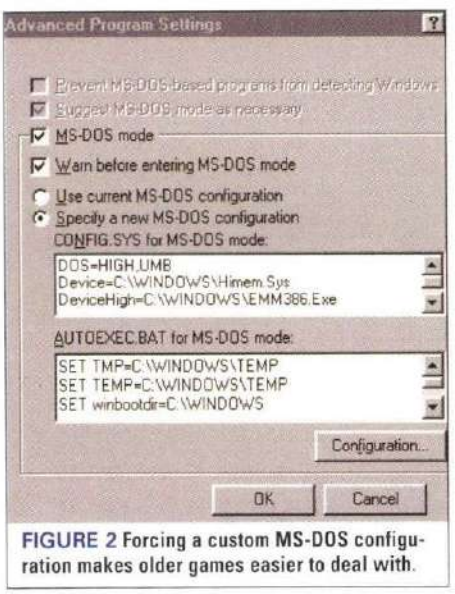


FIGURE 2 Forcing a custom MS-DOS configuration makes older games easier to deal with.

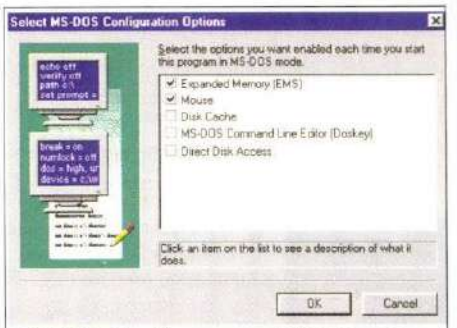

Select MS-DOS Configuration Options
Select the options you want enabled each time you start this program in MS-DOS mode.
Expanded Memory (EMS)
Mouse
Disk Cache
MS-DOS Command Line Editor (Doskey)
Direct Disk Access
Click an item on the list to see a description of what it does.
OK
Cancel

FIGURE 3 Enable mouse and EMS drivers in MS-DOS Settings, as Windows won't be around to emulate them.

MOBYGAMES.COM

Movie lovers have the Internet Movie Database to turn to for comprehensive details about movies, but what about gamers? *MobyGames.com* is filling that void. From the birth of the PC to the present, MobyGames attempts to document the history of the industry in loving detail. Each entry in the database has a description, trivia, links to related games, screenshots, retail box photos, advertising blurbs, and other information. The data is completely cross-referenced and searchable, so you can look up what Michael Abrash created a decade before working on *Quake*, view screenshots of some of the first PC games, or even browse every game that was a movie/book tie-in. You'd be surprised at what you can find.

MobyGames is supported by the gaming community, so anyone is free to contribute information to the database. Contributions can be from anywhere in the PC timeline, and the site is quite serious about that: What other website cheerfully accepts new reviews for 18-year-old games? It's worth checking out!

WING COMMANDER

- **INSTALL:** \Ksinit.exe
- **USEFUL FILES:** \Goodies\Hints\wc_keys.txt
- **CATEGORY:** Action
- **COMPANY:** Origin Systems, 1990
- **RUNS IN:** Windows 95/98

To install the game, double-click on KSINIT.EXE on *The CD*. After the intro, click on Install Wing 1 (the other buttons will generate an error). Being an older Windows program, the installer will attempt to "update" DirectX to version 2. Don't panic! The installer checks version numbers against your existing DLLs, and will copy only remaining (useless) files to your system directory. To play, launch the game from the Start menu, and you're on your way. If for some reason you encounter problems, click on the installer's View Help File button for additional troubleshooting information.

Refer to the chart below for common commands available when in battle, or refer to the included WC_KEYS.TXT file for a more detailed list. To dive right in, attend the mission briefing. Once your fighter is launched, press A to activate the autopilot to move to the next nav point. When you encounter fighters, communicate to your wingman to break and attack with the C key, then go after them yourself. Pay attention to the radar to see where the Kilrathi are, and hit your afterburners if a missile is on your tail.

Wing Commander set a new standard for movie-style presentation in computer games: the graphics and cutscenes between missions were well-drawn, and the story had an epic scope. It set a new standard for interactivity in action games as well: the music score changed based on the severity of the action, and the player could both issue orders to friendly pilots and verbally taunt the enemy. Amazingly, the story and subsequent mission objectives are based the player's success or failure. The overall sense of production value left a permanent mark on the industry.

Conversations and events between missions change based on how well you're doing.

QUICK COMMANDS

Turning/diving/climbing	arrow keys
Speed	plus/minus on keypad
Afterburners	TAB
Fire guns	SPACE
Fire missiles	ENTER
Autopilot	A
Gun select	G
Missle select	M

What could possibly be worse than navigating an asteroid field? How about a mine field?

Show this Dralthi-class fighter just what a Confed pilot is capable of!

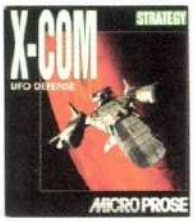
DID YOU KNOW?

The version of *Wing Commander* provided on *The CD* is different from the one you played more than a decade ago. It is taken from *The Kilrathi Saga*, a rare edition of the series that was reprogrammed for Windows 95 that includes several notable additions, which make it worth playing all over again. All speed issues are gone; the game runs at the perfect speed every time. The music is recorded from the Roland MT-32 soundtrack, so it sounds better than you remember. But the best reason to play is that you can finally turn off the cockpit display — something burgeoning Confed pilots wished they could have done when they played it the first time! (Hit F1 twice to toggle.)

www.DailyRadar.com

X-COM: UFO DEFENSE

- **INSTALL:** \xcom\Xcom.exe
- **USEFUL FILES:** \Goodies\Hints\xcom_strategies.txt
- **CATEGORY:** Turn-based Strategy
- **COMPANY:** MicroProse, 1994
- **RUNS IN:** Windows 95/98



The version of *X-COM: UFO Defense* we've included on *The CD* is native to Windows, so no sound or graphics configuration is necessary; just double-click on the program in the extracted directory to run it. It runs a bit fast on anything quicker than 200MHz, however, so you may want to run the TURBO utility included in the "goodies\dosutil" folder on *The CD* to slow down Windows and make the game more enjoyable. Alternatively, you can hit the question mark icon to access the Options menu when investigating an alien crash landing to adjust the scroll and movement speeds.

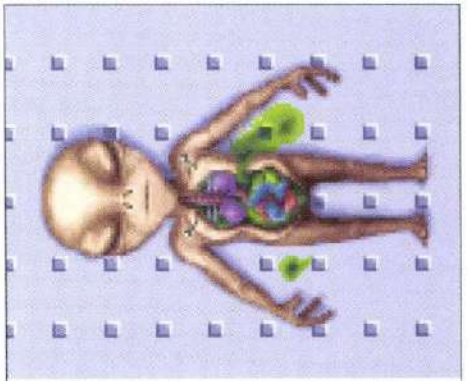
GeForce owners will probably encounter a video problem that renders the game unplayable. Tune in to the Classic Games Support Shelter for help, especially if you find a workaround to share!

Everything you need to know about the ins and outs of *X-COM* is contained in the excellent UFODEF.PDF manual provided in the \manual folder where you extracted the game. Of particular interest are three helpful tutorials that put you on the fast track to learning *X-COM*, so be sure to go through them.

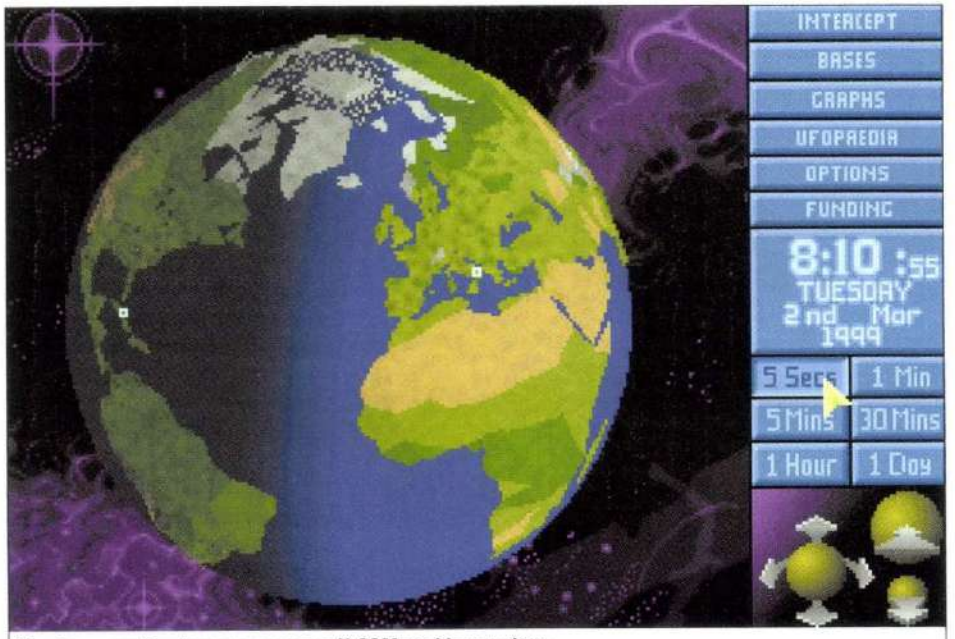
X-COM was a perfect blend of resource management and turn-based battle, and became the definitive example of tactical turn-based squad combat. The novel idea of being forced to incorporate your enemy's technology into your own put a new spin on the genre, and the slick interface made the game endlessly playable.

Troops assemble outside the door of a fallen UFO, ready for battle. It's time to get it done!

It's hard to believe, but *X-COM* almost never saw the light of day. The whole project was nearly axed when MicroProse made some cutbacks due to financial difficulties. Everything proceeded reasonably smoothly for a while until Spectrum Holobyte acquired Bill Stealey's shares in the company — the producer was made redundant, and the game was nearly axed again. The company finally finished *X-COM* in March, 1994, three years after it had proposed the project.



Performing autopsies on alien corpses helps you learn how to build better weapons against them.



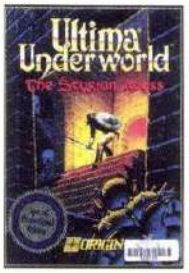
The Geoscape is where you oversee *X-COM* world operations.

DID YOU KNOW?

If it seems like *X-COM* bears a striking resemblance to the game *Laser Squad* published more than five years earlier, that's because it was created by the same team. Designer Julian Gollop remembers when they approached MicroProse about a sequel: "They liked what we had done so far, but they explained that they wanted a 'big' game. I said 'What do you mean by big?', and they said 'Well, you know — BIG.'" They came up with the idea of adding a grand strategic element on to the game, very firmly set on Earth, in which the player managed an organization that defended the planet against UFO incursions. "I bought quite a few books on UFOs for research purposes, so that we could give the game an even more 'authentic' basis," says Gollop.

ULTIMA UNDERWORLD: THE STYGIAN ABYSS

- **INSTALL:** \uw1\Uw1.exe
- **USEFUL FILES:** \Goodies\Hints\uu_walkthrough.txt
- **CATEGORY:** First-Person Roleplaying
- **COMPANY:** Origin Systems, 1992
- **RUNS IN:** DOS, Windows DOS Box



Getting *Ultima Underworld* working is either extremely easy or close to impossible. The members of the first group are the lucky ones. They get to play what some *PC Gamer* editors consider the best game of all time. The second group is filled with sorrow.

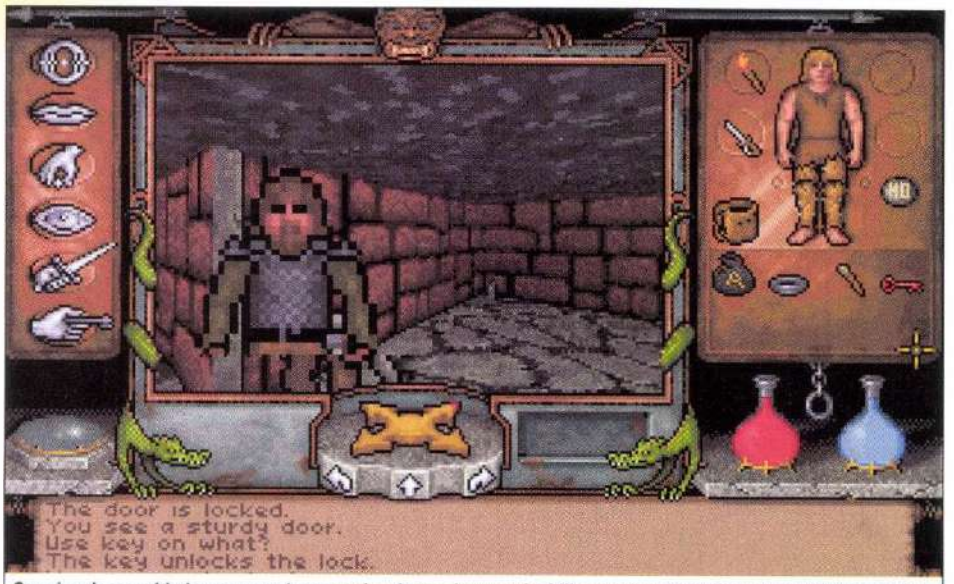
Here's how you find out which group you're in. Right-click on UW.EXE in the extracted folder. Choose Properties and then the Memory tab. Look under Expanded (EMS) Memory. If you have a pull-down option that is set to "Auto" by default, you are a proud member of group one. If it reads "The computer is not configured for expanded memory in MS-DOS sessions," you're in trouble.

The ones with Expanded memory available can simply double-click on the program icon to start the game. It should run flawlessly, but you can always fiddle with the sound card settings by launching UINSTALL.EXE. Like *The Secret of Monkey Island*, choosing Roland MT-32 as your music card may yield better music quality. Watch the introduction. This was one of the first games to feature digitized speech. If you have any problems, just boot with a clean CONFIG.SYS file.

Now, as for the sorrowful ones, I pity you. In fact, I sympathize with you. Most of the machines here at *PC Gamer* aren't configured for EMS, and despite entire days devoted to fixing them, the problem persists. The first thing you should try is booting with a blank CONFIG.SYS file. Windows 95/98 should emulate EMS without loading a memory manager like EMM386. Unfortunately, it seems some system manufacturers mess with the default Windows settings without considering the necessity of running *Ultima Underworld*.

If you find a solution to this EMS anomaly, please write me at *jeremy@pcgamer.com* or visit our Classic Games Support Shelter at *www.pcgamer.com*. You will make many fellow gamers smile widely.

Ultima Underworld: The Stygian Abyss, produced by Warren Spector and directed by Richard Garriott, was technologically ahead of its time. Before id Software released *Wolfenstein 3D*, *Ultima Underworld* showcased real-time lighting cast from hand-held torches, slopes and stairs, streams of water, magic, and the ability to jump and fly. You can thank the geniuses at Looking Glass Technology for that.



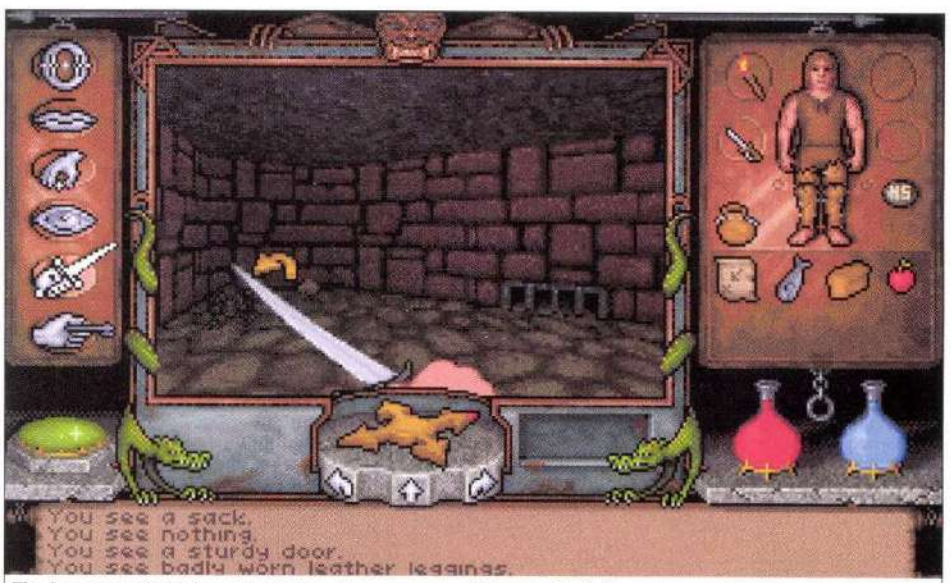
Opening doors with the mouse takes practice, but makes you feel like you're really interacting with the world.

TIMELINE 1992

The World Wide Web is started up for home use, forever changing the way we get our gaming news.

The technology is married to a roleplaying game that sucks the player in with the force of a Tim Taylor-modified vacuum cleaner. There are more missions buried in this dungeon than in most modern outdoor adventure games. Refer to the included walkthrough file for spell and mantra information.

The control scheme is brilliant. Practically the whole game can be played using just a mouse. Use the left mouse button to move in the direction of the arrow and drag items from the ground into your inventory with the right button. To use items or open doors, right-click on them, drag the mouse away, and release the button. To jump, hit both buttons. Brilliant!



The longer you hold down the button, the more powerful your attack is.

DID YOU KNOW?

Warren Spector wasn't involved with the game until it was deep into development. According to Doug Church of Looking Glass, "At one point, Paul [Neurath, designer] called Origin since we hadn't heard from them in a while, and we found out our producer had quit. Warren became involved around that time, something like a year into the project, which was a big win for everyone."

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ULTIMA I: THE FIRST AGE OF DARKNESS

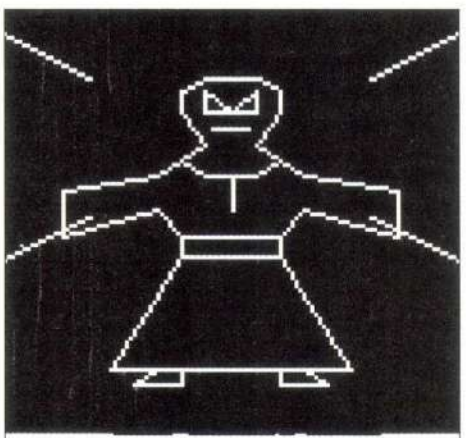
- **INSTALL:** \ultima1\Ultima.exe
- **USEFUL FILES:** \Goodies\Hints\ultima_walkthrough.txt
- **CATEGORY:** Roleplaying
- **COMPANY:** Origin Systems, 1987
- **RUNS IN:** DOS, Windows DOS Box

The start of the classic Ultima series has a suitably classic premise: Defeat the wizard to save the land. You are plucked out of time and space by Lord British to become a hero in Sosaria, a once-peaceful land now ravaged by the evil wizard Mondain. The Gem of Immortality protects Mondain, so you must complete various quests to discover a way to go back in time where he can be prevented from obtaining the gem in the first place and be defeated.

Installation of *Ultima* is straightforward; double-click on the ULTIMA.EXE installer in the \ULTIMA1 directory on *The CD*. Despite being the oldest game provided on our disc, Ultima is a well-behaved DOS program that requires no configuration. Simply double-click on the ULTIMA.EXE executable to run the game. While it runs without any issues, it has no provisions for exiting gracefully — you'll have to terminate the program manually if you want to stop playing. To do so, just hit ALT-ENTER to switch from full-screen mode to a window, then close the window like you would any other windowed program. (Just save your game with the Q key first!)

You too can enjoy all the comforts of life — provided you have enough gold, of course.

The impact *Ultima* had on the industry is undeniable. Published when Richard Garriott was a freshman at the University of Texas in 1980, this little game with big aspirations spawned eight sequels and six spin-offs (*Ultima Online, Ultima Online 2, Ultima Underworld I* and *II, Ultima: Savage Empires,* and *Ultima: Martian Dreams*). This phenomenal series continued to win legions of fans for two decades of gaming. Sure, some of the games in the series weren't perfect, but most of them stand firmly as some of the definitive examples of the computer fantasy roleplaying genre.



You'll meet all sorts of dangerous and unfriendly stick-figures in these dungeons.

QUICK COMMANDS

The list of commands in *Ultima* is extensive. There are more than 20 keys to use during gameplay, so refer to the following chart when playing:

Attack with readied weapon (see Ready below)	A
Board a form of transportation	B
Cast a spell	C
Drop an item (permanent!)	D
Enter a town, castle, dungeon, or other landmark	E
Fire a weapon	F
Get adjacent items	G
Hyper Jump to other stellar sectors	H
Reveal the names of places and things (including secret doors)	I
Climb up or down ladders in dungeons	K
Toggle sound on and off	N
Open the contents of a coffin in a dungeon	O
Save your progress to disk (use prior to quitting the game)	Q
Ready a weapon, armor, or magic spell (must be performed prior to using item)	R
Steal items (guards frown on this behavior)	S
Transact business with merchants or kings	T
Unlock cells in castles or chests in dungeons	U
Change view in future transport crafts	V
Leave behind or dismount your current transport and travel on foot	X
Displays your statistics, possessions, and spells (also used to stop the passage of time)	Z
Pass the time and consume food	Spacebar

DID YOU KNOW?

Ultima was not released natively for the PC because the PC didn't exist way back in 1980. The PC version included on the *PC Gamer* disc is a re-release originally published in 1987, which was rewritten from scratch and had remastered EGA graphics. The original *Ultima* was written in Applesoft BASIC.

It is interesting to note that, in a bizarre product tie-in, the aliens encountered in *Ultima* are revealed in a future game in the series to be the Kilrathi. The Kilrathi are the same species Earth is fighting against in the first three Wing Commander games.

KING'S QUEST

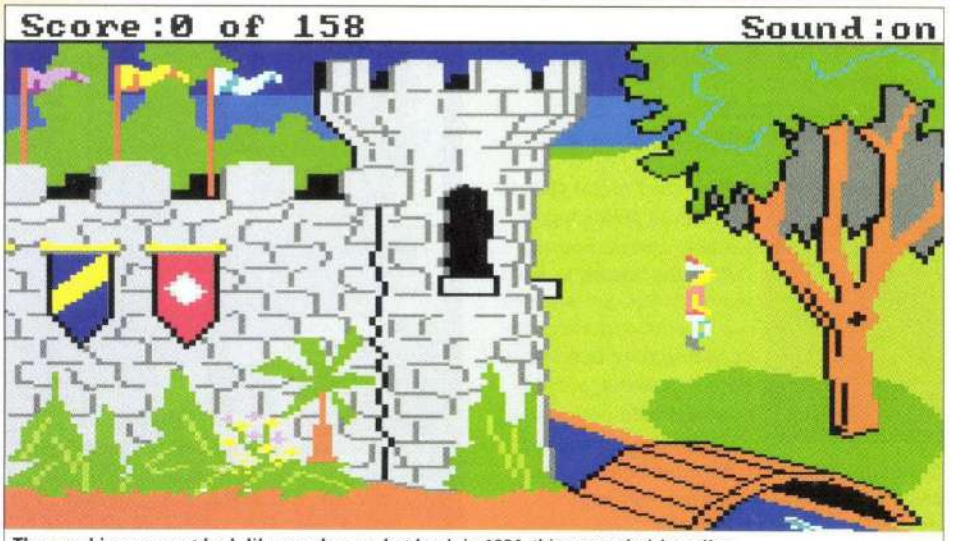
- INSTALL: \kq1\Kq1setup.exe
- USEFUL FILES: \Goodies\Hints\kq1_walkthrough.txt
- CATEGORY: Adventure
- COMPANY: Sierra, 1984
- RUNS IN: DOS, Windows DOS Box

Right-on chaps, time to turn the clock back sixteen years.

This is one of the better-behaved programs in our roundup, and even comes bundled in its own Windows installer. Once installed, just find it in your start menu and launch away. There wasn't any such thing as a SoundBlaster in 1984, so unless you have a PCjr or Tandy, you're stuck with the harmonious PC speaker. (The game was designed to show off the IBM PCjr technology, which included native three-voice music and 16-color graphics.)

You can access the game menu by hitting ESC, where you can save and restore games, check your inventory, and check the key configuration. *King's Quest* runs fine as long as you don't boost the speed to FAST, though it is good for a quick laugh.

Set your mice aside. As veterans remember, you type simple sentences to interact with this world, which will prove both immersive and frustrating at the same time. Both "open door" and "open the large wooden door" will have the same effect, so don't be too verbose. If you run into any snags, just refer to the included walkthrough. Do try to solve the puzzles on your own first, however; the payoff is much greater if you can get there on your own.



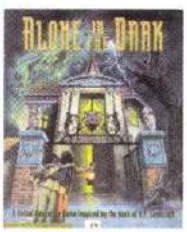
The graphics may not look like much now, but back in 1984, this was mind-boggling.

DID YOU KNOW?

The developers used encryption to hide code from prying eyes. The encryption key was "Avis Durgan." However, nobody can remember why this key was chosen, or who "Avis Durgen" is — not even Ken Williams!

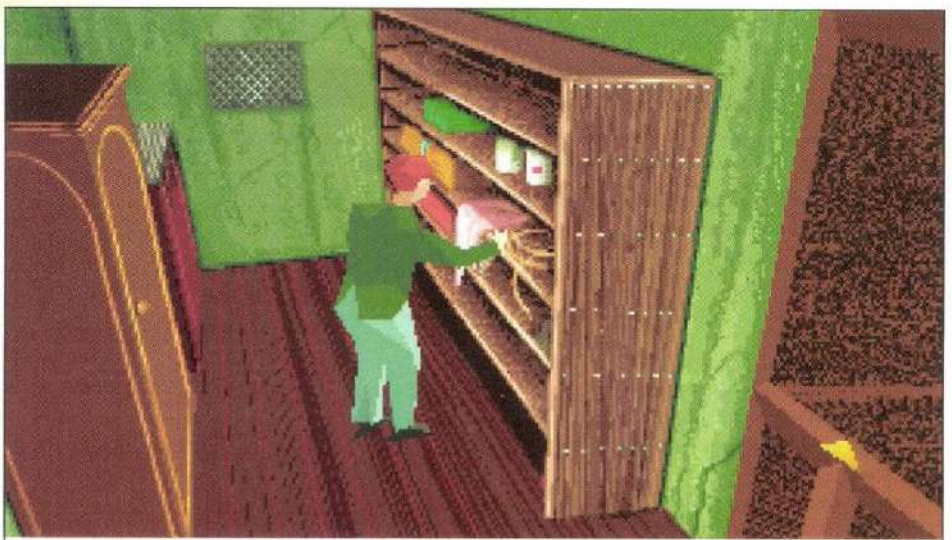
ALONE IN THE DARK

- INSTALL: \alone\Alone.exe
- USEFUL FILES: \Goodies\Hints\aitd_walkthrough.txt
- CATEGORY: Adventure
- COMPANY: Infogrames, 1992
- RUNS IN: DOS, Windows DOS Box



Running *Alone in the Dark* successfully in Windows 95/98 hinges on an unlikely suspect: your sound card. If your sound card has perfect legacy support, the program runs fine; if it doesn't, you'll have to reconfigure some settings. To configure and run *Alone in the Dark*, double-click on ALONE.COM, then choose Configuration. If you trust your sound card, choose the auto-detected selections, then run the game. If it fails to work or you don't hear anything, re-run ALONE.COM and select Adlib for music and Buzzer for sound. If that fails, resort to restarting in MS-DOS mode and running it from there. For help, refer to the Joys of Retro-Gaming section you'll find on page 11.

Everything in *Alone in the Dark* is controlled through the arrow keys, Enter key, and the Spacebar. The arrows move your character, and you can push forward twice in succession to run. To switch action modes or use inventory items, hit Enter, then select a choice from the menu that appears. Spacebar is the "use" key — hold it down to search in search mode, or hold it down while pressing the arrow keys to fight in fighting mode.



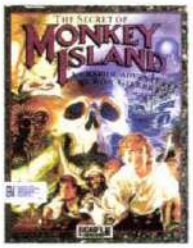
Pushing the wardrobe in front of the window will block a monster and buy you some time.

Alone in the Dark was groundbreaking both in terms of both technique and style. The clever technique of using pre-drawn backgrounds with animated 3D foreground models let it run on lowly 286s while still looking great. Before *Alone in the Dark*, there were no truly 3D full-screen adventures.

www.DailyRadar.com

THE SECRET OF MONKEY ISLAND

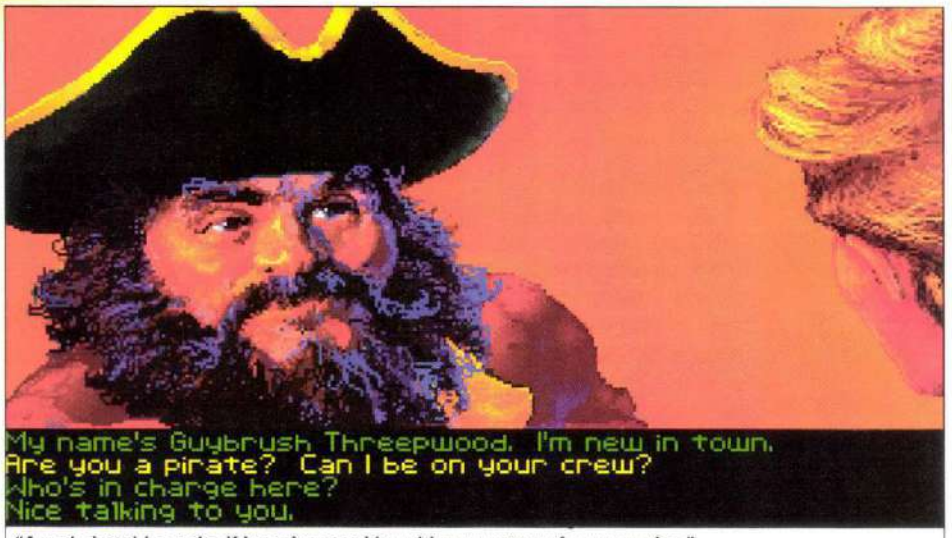
- **INSTALL:** \monkey\monkey.exe
- **USEFUL FILES:** \Goodies\Hints\mi_walkthrough.txt
- **CATEGORY:** Adventure
- **COMPANY:** LucasArts, 1990
- **RUNS IN:** DOS, Windows DOS Box



Run *The Secret of Monkey Island* by double-clicking on MONKEY.EXE in the extracted folder. The game shouldn't require configuration, but it fails to run on some faster machines due to a timing bug. Run the batch file MONKEYR.BAT, which bypasses sound card detection and forces Roland MT-32 music (and those of you with wavetable MIDI on your card should hear enhanced music).

Monkey Island uses LucasArts' SCUMM interface, which is mouse-driven. Just select an action from the on-screen menu, then select the object you want to perform that action on. Sometimes a default action will be presented in yellow; use the right mouse button to choose it. The SCUMM interpreter used to build the game stood for "Script Creation Utility for *Maniac Mansion*", the game it was built for. Ron Gilbert, the creator of *Monkey Island*, used SCUMM for other projects, including the educational Putt-Putt series.

Regarded as the pinnacle of LucasArts SCUMM adventures, *Monkey Island* was a masterpiece of puzzles, graphics, and humor. Some of the dialogue is laugh-out-loud funny. Some standouts include the "swordfighting" (really a slew of verbal insults directed toward your opponent) and characters such as cannibals who are watching their fat intake.



"A real pirate! I wonder if I can impress him with my mastery of conversation."

DID YOU KNOW?

Just how did Guybrush get his unique name? In development, the DeluxePaint animated brush for the main guy had a filename of "guybrush.abm", so they used it in lieu of a better name.

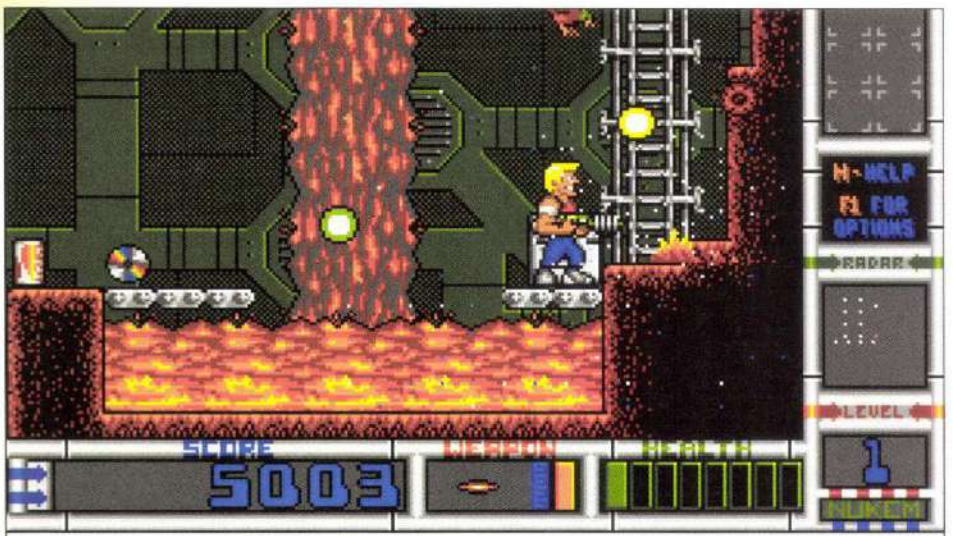
DUKE NUKEM 2

- **INSTALL:** \duke2\Duke2.exe
- **USEFUL FILES:** \Goodies\Hints\kq1_walkthrough.txt
- **CATEGORY:** Arcade
- **COMPANY:** 3D Realms, 1993
- **RUNS IN:** DOS, Windows DOS Box

Before Duke was a bad-assed, 3D, trash-talking, gun-toting, alien ass-kicking babe magnet, he was a little itty-bitty sprite no more than two inches tall. Here's your chance to see him in all his two-dimensional glory.

Getting the game running is a piece of cake. Just double-click on NUKEM2.EXE in the extracted folder and witness history unfolding before your eyes. You can adjust the sound settings from the menu, but the SoundBlaster mode works fine on all tested systems.

Watch the gripping intro and then wait for the demos to kick in. They'll give you clues to how Duke moves about his world. He climbs ladders, rides elevators, shimmies along pipes, and even rocket-jumps with the appropriate gear. All of this is done with the arrow keys, ALT, and CTRL. Simple enough for you?



What's that can of Coca-Cola doing in there? Guess even Duke liked to have a Coke and a smile.

To learn more about this game, boot up the file called DN2HINT.EXE. You'll learn the hot keys (F2 saves, F3 restores), all about power-ups and bonus points, and discover that the rocket launcher is only good for 32 shots. There's also a massive section with gameplay tips and even "secret cheat keys".

TIMELINE 1993

A now-infamous white Bronco and police engage in a low-speed chase on national TV. It was the most-watched thing on the air and stole the audience from the David Hasselhoff singing special.

LINKS: THE CHALLENGE OF GOLF

- INSTALL: \links\Links.exe
- USEFUL FILES: \Goodies\Hints\aitd_walkthrough.txt
- CATEGORY: Sports
- COMPANY: Access Software, 1990
- RUNS IN: DOS

To install *Links*, double-click on the LINKS.EXE installer in the LINKS\ directory. Once extracted, you must alter *Links'* program settings to run in MS-DOS mode. To do this, right-click on the LINKS.BAT file, select the Program tab, click Advanced, then make sure MS-DOS mode is checked. To further enable mouse support, select "Specify a new MS-DOS configuration" and then click Configuration. Then make sure Mouse is checked and click OK three times to confirm all your settings. You can then run Links by double-clicking LINKS.BAT.

Links is an easy program to learn, as the menu selections are self-explanatory. If you want to jump right in, click on Start, then click OK for the next three screens (use the DEFAULT player provided). Soon you'll find yourself ready to tee off. If you want to adjust your aim, hold the mouse button down on the fairway. To swing, use the classic three-stage click: Click and hold the SWING button to start, let go when you reach the desired strength, then click when the meter hits the center mark at the bottom of the gauge.

It's tee time at Torrey Pines. Don't forget to check your club and windspeed.

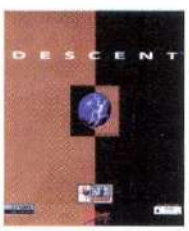
Links was in a class by itself. Beautiful graphics aside, numerous features such as the accurate modeling of ball physics, digitized environmental sounds, and the customization functions (like the golfer's stance and swing plane) were unprecedented.

TIMELINE 1990

Ken Griffey and Ken Griffey Jr. became the first father and son in history to play on the same professional baseball team (the Seattle Mariners).

DESCENT

- INSTALL: \descent\Descent.exe
- USEFUL FILES: \Goodies\Hints\aitd_walkthrough.txt
- CATEGORY: Action
- COMPANY: Interplay, 1994
- RUNS IN: DOS, Windows DOS Box



A while back, the most popular catchphrase wasn't "Hardware T&L." It was "six degrees of freedom"; exactly what *Descent* delivered to shooter fans.

Getting the game running shouldn't pose a problem. Just launch DESCENTR.EXE in the extracted directory. If that fails, you get no sound, or if you experience a jerky quality to the video, configure your sound card by running SETUP.EXE. Give autodetect a try, and set the music to General MIDI. As with games that support the Roland MT-32, this setting offers better sound through most wavetable sound cards in Windows.

If you still have problems, you should try running the game in MS-DOS mode. Simply follow the same method described in *Links*.

In the game, F1 brings up the hotkey list (ALT-F2 saves and ALT-F3 restores). Experiment with the plus/minus keys and F3 to turn off the cockpit and expand your view. When not using a joystick, it's best to control the craft using the numeric keypad on your keyboard, which allows easy access to roll buttons (7 and 9).

Secrets are often hidden around the dangerous lava. Hover carefully into the nooks and crannies.

The art of strafing has never proved handier than in *Descent*. Look out for those walls!

So who remembers the story driving the action in this classic game? It's all the fault of the Post-Terran Minerals Corporation. It seems they have lost contact and control with some of their mining operations. The machines used to bore out the precious materials have turned against the good people who built them, and are now being controlled by a mysterious force. It's up to you and one illegally modified spacecraft to get it done.

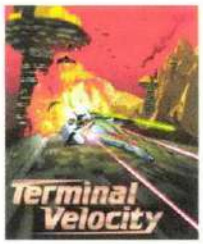
DID YOU KNOW?

Within five minutes of playing the original shareware version of *Descent* upon its release back in 1994, our own Rob Smolka vomited from acute airsickness. Now that's what we would call immersion!

www.DailyRadar.com

TERMINAL VELOCITY

- **INSTALL:** \tv\Tv.exe
- **USEFUL FILES:** \Goodies\Hints\altd_walkthrough.txt
- **CATEGORY:** Action
- **COMPANY:** 3D Realms, 1995
- **RUNS IN:** DOS



In an attempt to one-up the genius gameplay of *Descent*, the design wizards at Terminal Reality created this arcade shooter that allows players to fly above and below ground, with near-seamless transitions between the two.

Unfortunately, it can be a bear to get started on a Windows 95/98 machine. You must run the game in pure MS-DOS mode. If you're comfortable in DOS, reboot and do your thing. If not, read the instructions applying to *Links: The Challenge of Golf* on page 20.

Before you can play the game, you must first configure your sound settings by running SETUP.EXE. It will offer to autodetect. If that fails, try selecting a SoundBlaster Pro manually and experimenting with the IRQ address (a value of 5 typically works). You can perform this process in Windows, as long as you don't choose the option to "Save and launch TV." Instead, hit the escape key and save your settings there.

If you have a SoundBlaster Live! card you will need to add the following lines to your CONFIG.SYS file in order to load your DOS sound drivers:

device=c:\windows\himem.sys
device=c:\windows\emm386.exe

The later episodes take place on all kinds of colorful, hostile alien environments.

The graphics and sound in *TV* were spectacular. Not only did the game offer high-resolution graphics (practically unheard of at the time), it used tracked music with a surround sound mode. Your radar in the upper left corner assigns the objectives of each mission. Simply fly in the direction it's pointing and destroy whatever targets stand in your way. If you see a tunnel, dive!

ROAD & TRACK PRESENTS: THE NEED FOR SPEED

- **INSTALL:** \nfs\Nfs.exe
- **USEFUL FILES:** \Goodies\Hints\altd_walkthrough.txt
- **CATEGORY:** Racing
- **COMPANY:** Electronic Arts, 1995
- **RUNS IN:** DOS Box

To install *Need for Speed*, double-click on the NFS.EXE executable in the NFS\ directory on *The CD*. To run *Need for Speed*, double-click on the NFSSB.BAT batch file, which will run *Need for Speed* with basic Sound Blaster sound support. (For stereo sound, edit NFSSB.BAT and replace the SB argument with SBPRO for SoundBlaster Pro support, or SB16 for Sound Blaster 16 support.) Users with an older video card without VESA BIOS support may need to run NFSVESA.BAT instead, which loads a universal VESA driver before starting.

You're encouraged to customize *Need For Speed*'s gameplay via the menus, but be aware that most of the animations were ripped out in order to provide a bit more precious room on *The CD*. Clicking on a car photo, for example, will hang the game — click the left and right arrows to switch cars instead. This may be a bit of an inconvenience, but the alternative is worse, trust us.

To play, hit escape to get past the opening animation to the main menu, then jump right in and race by clicking DRIVE.

See the Quick Commands box for how to play. The handbrake performs as advertised; if you want to pull a 180-degree skid, yank it.

QUICK COMMANDS

Accelerate	up arrow
Deccelerate	down arrow
Steering	left and right arrow
Camera view	C
Handbrake	SPACEBAR
Horn	H
Exit	ESCAPE

Peering over the dashboard of your RX-7. Gang way!

By the way, if you're interested to see how the NFS franchise is doing today, check out our review of *NFS: Porsche Unleashed* on page 82. We think you'll be pleasantly surprised at what you'll find!

TIMELINE 1995

A fertilizer car bomb explodes in Oklahoma City, OK, destroying the Federal Building and hundreds of lives in the worst act of terrorism ever to take place on U.S. soil.

DID YOU KNOW?

There is an entire website, *http://www.nfscheats.com/*, solely dedicated to cheats for the Need for Speed series of games.

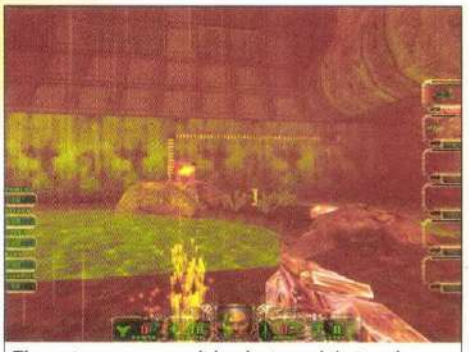
DAIKATANA

- INSTALL: \daikatana\Dkdemo.exe
- TECH SUPPORT: www.daikatana.com
- CATEGORY: Action
- COMPANY: Eidos Interactive
- REQUIRED: P200, 32MB RAM, DirectX 7.0, OpenGL accelerator

What? A recent game, you ask? Yes, but all we could score you was the demo. Please forgive us. *Daikatana* is the game John Romero went to make after his departure from id Software more than four years ago. The idea was to recreate a multiplayer experience in a single-player game through the introduction of AI-controlled sidekicks.

Now, we'd be remiss in our roles as journalists if we didn't at least briefly mention the controversy (also known as hullabaloo) that has been surrounding this game for years. When this game first went into development, only one member of our current staff was on staff at the time. Yowsers! As far as the gaming community is concerned, *Daikatana* is a pretty big deal.

It's also a pretty big file. At just over 100MB, we knew you wouldn't want to download it from some web site over a modem, so we took it upon ourselves to be the exclusive print distributor (you're welcome). Give it a shot and see what you think. Though the demo's received a less than receptive response from assorted web sites, our own hardware boy Greg Vederman asserts that it has considerable merit.



The autocannons can't be destroyed, but perhaps if you find their power supply....

It's time to do battle with heartless evil frogs.

Before starting, enter the video menu and adjust the resolution to suit your system. The demo is pretty extensive, covering three of the game's four locales. There's also full deathmatch support and cooperative play. Check the README for technical support, information on controlling sidekicks, and console commands.

Save gems allow you to...well, we don't want to spoil the surprise. But let's just say that without the save gems, you won't be able to perform a very important gameplay function.

EarthLink

- INSTALL: \Elink\Setup.exe
- TECH SUPPORT: (800) 395-8410
- CATEGORY: Online Service
- COMPANY: Earthlink
- REQUIRED: 486 or better, 8MB RAM, 14.4Kbps or faster modem

EarthLink (*www.earthlink.net*) has really hit Internet-superstar status this year with numerous industry accolades, winning *PC Computing's* MVP Award and making *Fortune Magazine's* Fortune E-50.

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You'll also get free E-mail, multimedia plug-ins, your choice of browsers, and a free subscription to *bLink Magazine*, EarthLink's members-only publication — featuring Internet tips, news, and reviews, and even a regular column for gamers! As if that weren't enough, EarthLink also has its own online gaming site (*www.thegamesarena.com*).

If you ever find yourself with a question or two, EarthLink is renowned for its customer service and round-the-clock tech support. They provide over 2,300 local access numbers nationwide and speeds up to 56K, making an EarthLink connection as solid as you can get. And you can use the free EarthLink Fast Lane software to continually improve the quality of your Internet connection.

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